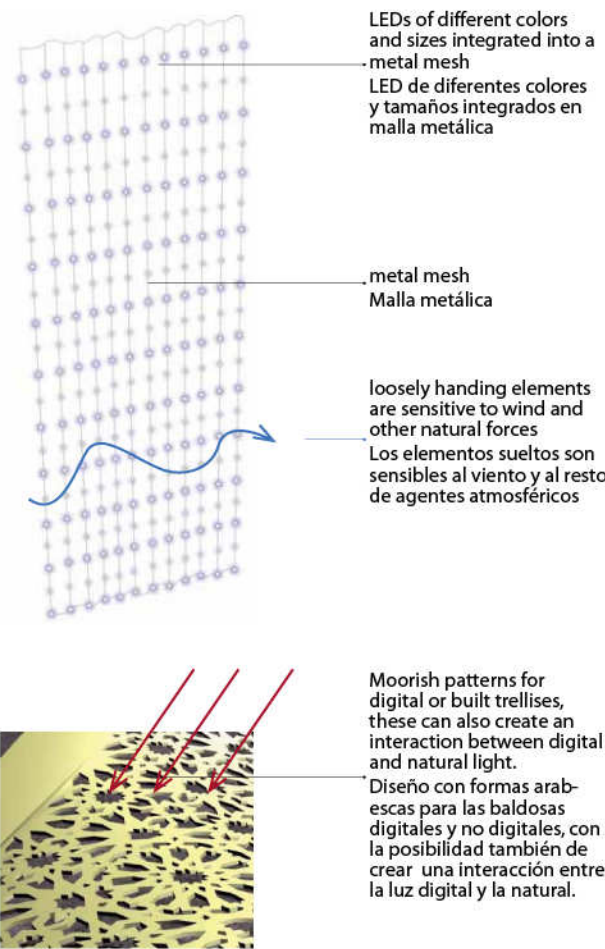


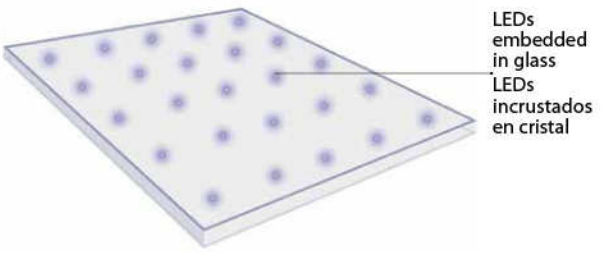
LEDs embedded in metal mesh

This creates similar superimposition and depth effects to LED-in-glass technology, but is suitable for larger displays, and contexts where air flow through the display is important. This technology has been employed in entertainment contexts, for example the recent U2 tour.



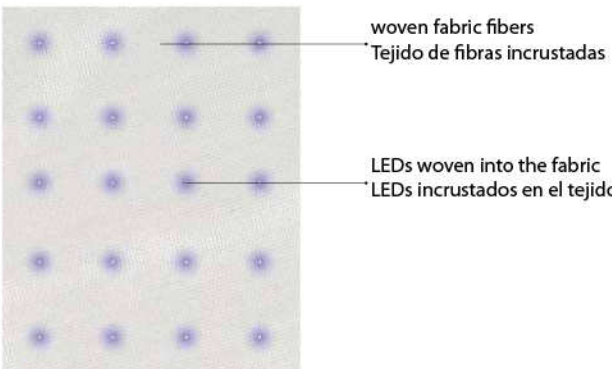
LEDs embedded in glass

This is already a commercial product (e.g. <http://www.lightlife.de/index.htm>). It allows windows, curtain walls, and other surfaces to function as displays. It opens up the possibility of superimposing displays upon scenes viewed through the glass, and of displays that, through use of sensor technology, respond to dynamic variations in those scenes. Multiple layers of LED glass also create the possibility of displays in depth.



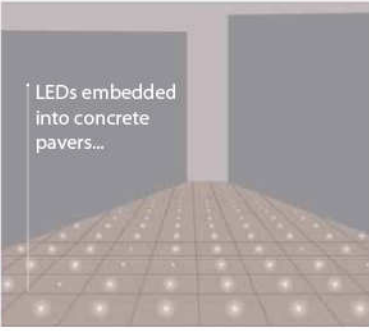
LEDs EMBEDDED IN FABRIC

This smart fabric technology allows displays that drape, flutter, unfurl, and generally integrate fabric behaviors with programmable surfaces.

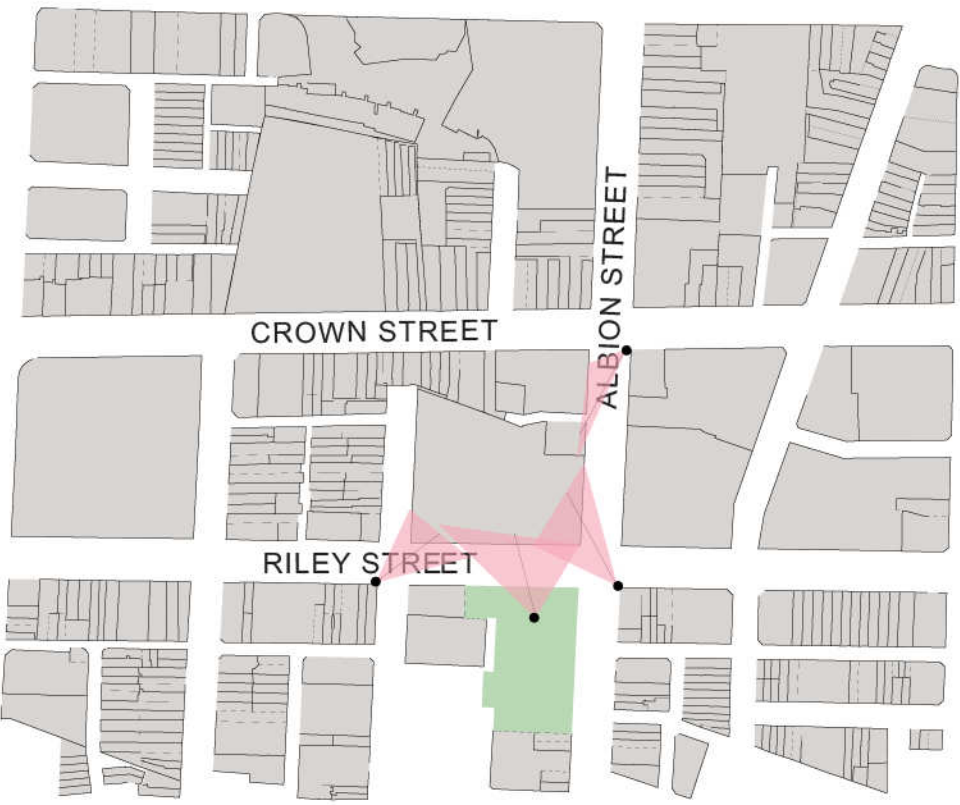
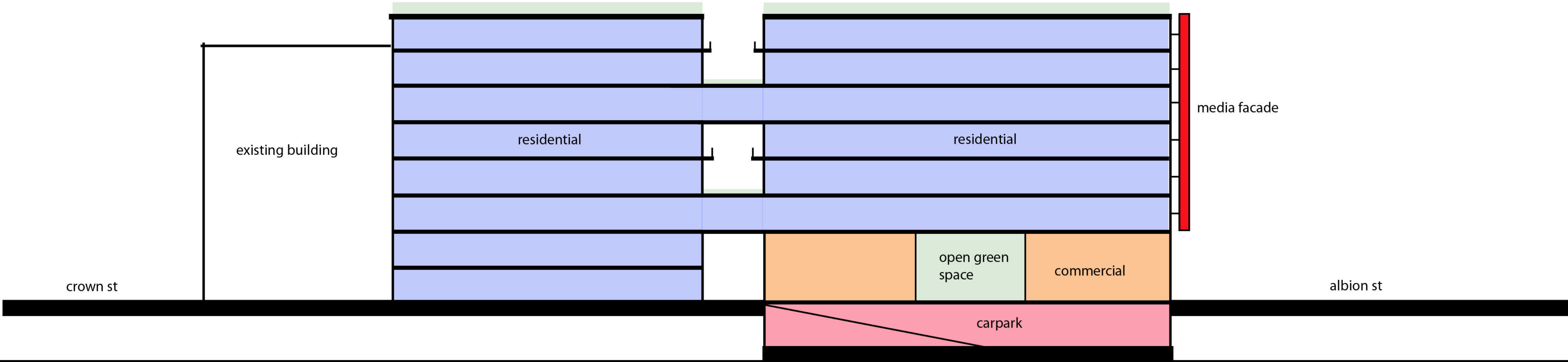


LEDs in opaque surfaces

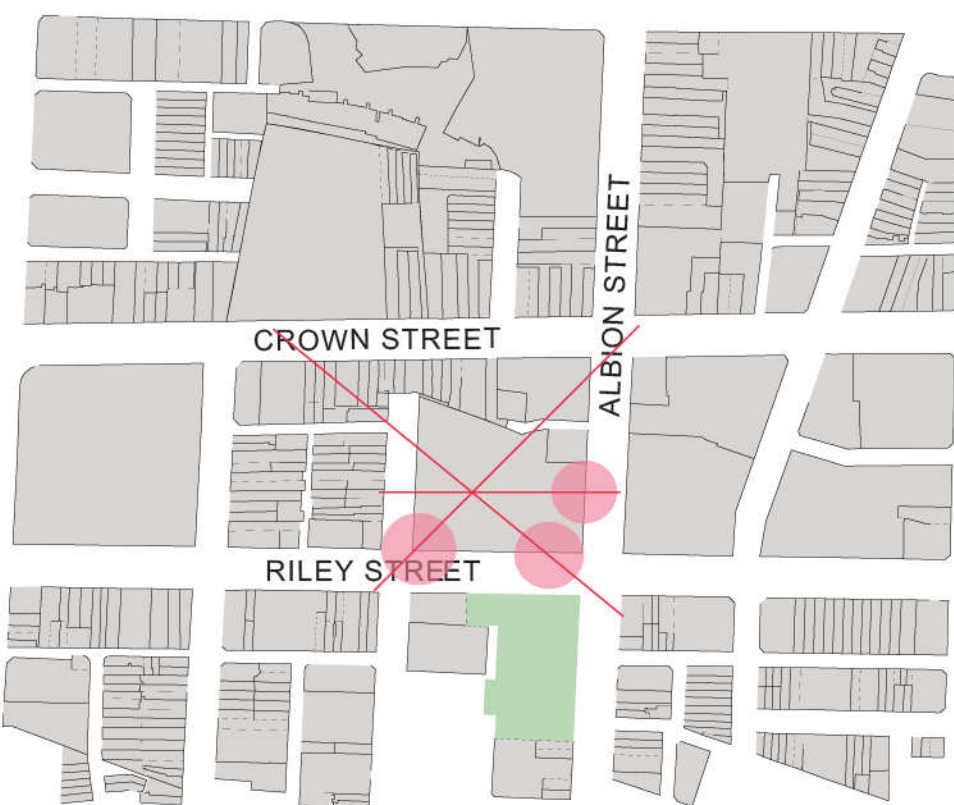
This technique allows superimposition of displays upon traditional architectural effects of shade and shadow. Through sensor technology it is possible to create subtle interplays between displays and these effects – for example by detecting shadows that are cast and by lighting up LEDs in the depths of shadows to create effects of chiaroscuro. There is also an opportunity to combine LED imagery with projected imagery.



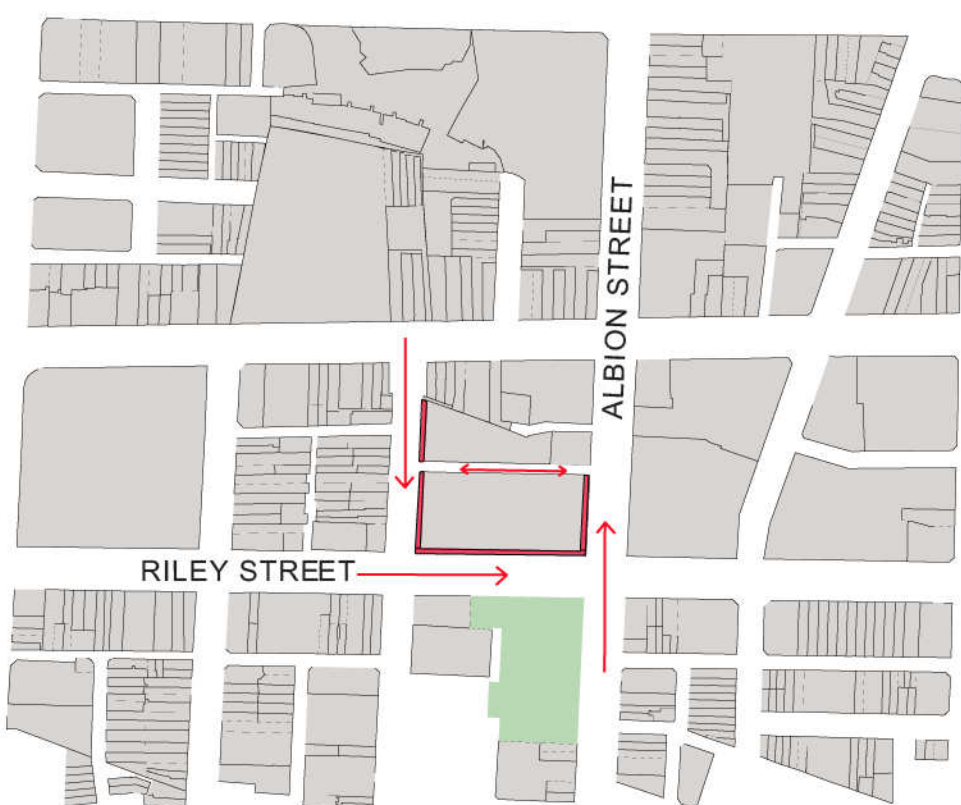
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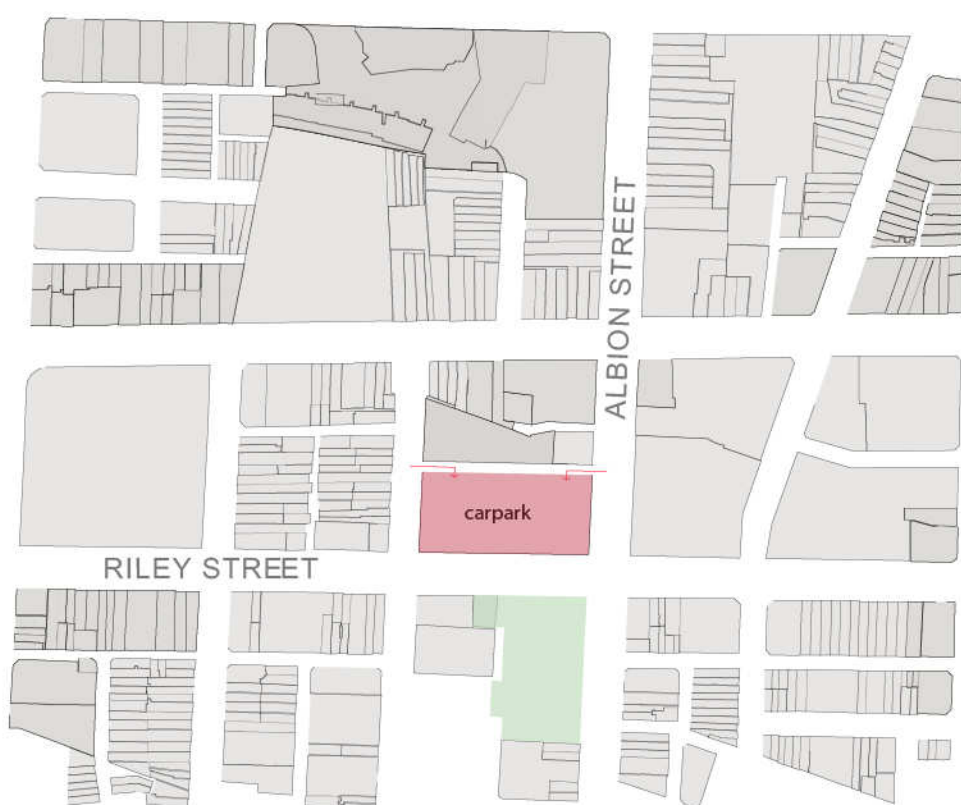
Main views of site from accessible surrounding spots



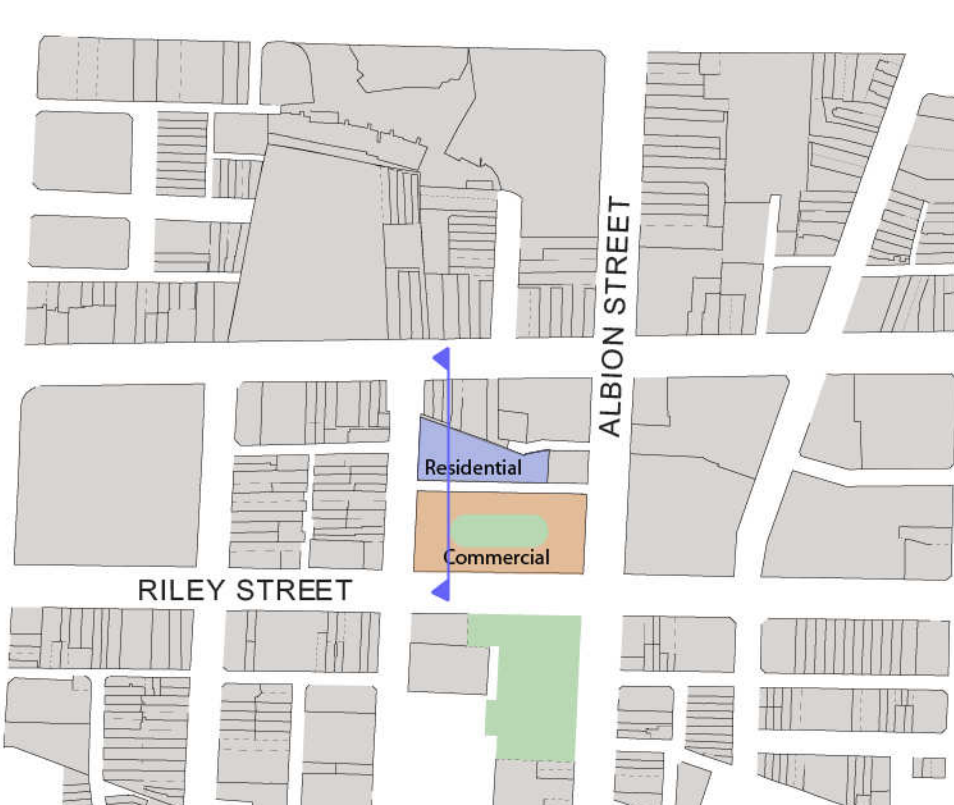
Linking activity hubs with access points



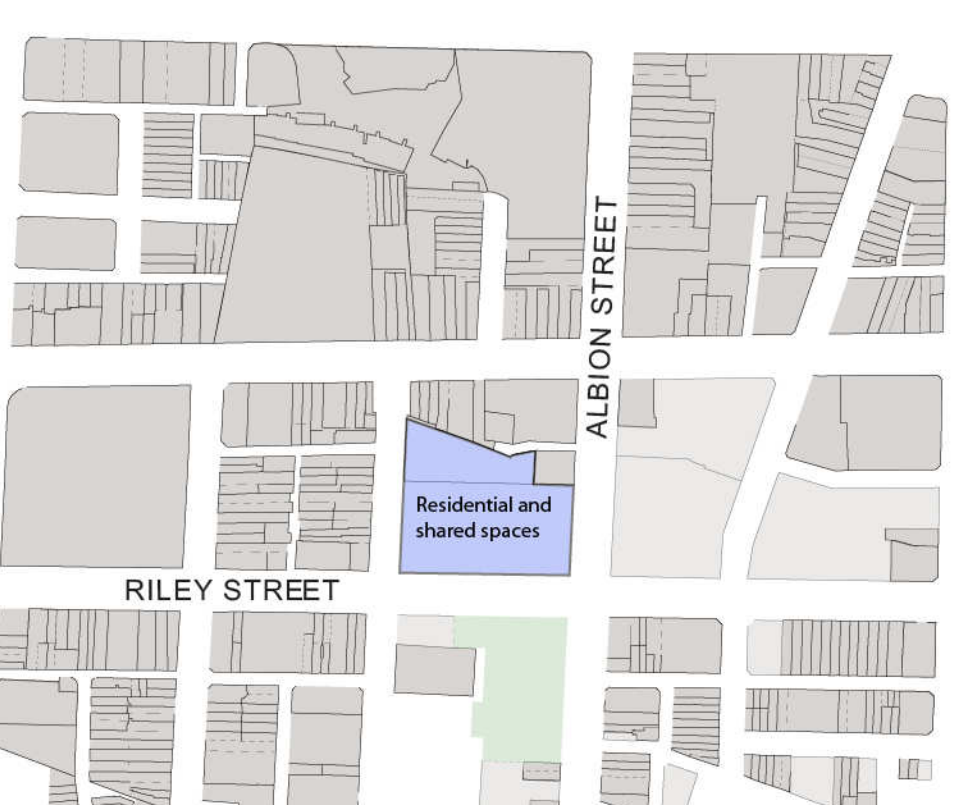
Potential advertising locations and significant street access



Access from street level to underground carpark



Street level access



Upper level